MilAtari Limited Edition

This Month:

General Meeting

Sat., June 16th, 12:00 Noon

Greenfield Park Lutheran Church

1236 S. 115th St., West Allis

Exec. Board Meeting

Tues., June 19th, 7:30pm

Location to be announced

Next Month:

General Meeting

Sat., July 21st, 12:00 Noon

Greenfield Park Lutheran Church

1236 S. 115th St., West Allis

Inside:

Michelle Gross

From the President

Now that the warmer summer months are upon us, don't abandon your computer altogether. Heed those warnings of sun induced afflictions and be sure to plan on spending the most dangerous times indoors with your #1 pastime.

MilAtari has many activities to keep you away from those scorching rays, so be sure to plan for our summer meetings. We have done our best to line up some worthwhile SIGs on a range of topics. Look elsewhere in this issue for a schedule of upcoming events.

GEN CON is fast approaching and we are currently seeking volunteers to staff our game exhibit at MECCA again this year. GEN CON will be held August 9-12, from 8:00 am to 12:00 midnight, so if you have some time to spare, and would like to get a break from that intense mid-summer heat, be sure to sign up now. We will have the usual Midi Maze competition and open gaming, so we'll need members to help out in those areas. GEN CON is a major capital raising venture for our club, enabling us to purchase equipment for our BBS and for the use of our SIG leaders at the meetings, which translates into benefits to all our members. Your help will be greatly appreciated. Give Armin or myself a call if you can lend a hand. Both our numbers are always available in the newsletter.

Our annual picnic will be held Saturday August 18th this year, so mark your calendars now. Customarily we have food, drink, and door prizes to give out. Armin has been working on some ''entertainment'' for us as well, so this will be one you won't want to miss.

A few months back I announced a new Atari retailer in the area. Well after a few changes, I can now report that Bob Desmarais has indeed set up shop as an *Authorized Atari Dealer* at 10838 W. Wisconsin Avenue. Give him a call at 771-7991 and stop in to see his establishment. Let's show our support for Bob's efforts.

While many of you are basking in the rays, your board is making plans for our fall meetings, traditionally the busy time for the club. We are attempting to provide a series of SIGs to offer you the kind of assistance we think you are looking for. Fortunately, we have had some members offer their services in this area. I'd like to thank the individuals who have come forward to lead our Special Interest Groups in the coming months. I hope to see more members volunteer in the near future. Leading an occasional SIG can be very rewarding, and really boils down to showing other members what you do with your favorite software titles.

A special thanks to our old friend Dave Mumper, who will be heading up what he hopes to be a group effort in C programming. He will be looking for some members who would like to work on a project together for the benefit of the club. All members interested in learning C, or members who are familiar with the language and want to work on a group programming project, be sure to make his premier meeting at the September general meeting. We also have a programmers room on our BBS, which Dave has been known to frequent, so if you have any questions, you know where to reach him.

That'll do it for this month. See you at the meeting!

-Michelle

MilAtari Ltd.
The Milwaukee Area
Atari Users Group
Post Office Box 14038
West Allis, WI 53214

Membership in MilAtari Ltd. is open to all individuals and families interested in personal computing. Annual dues are $20.00 for individuals, $25.00 per family and includes a one year subscription to this newsletter and access to club libraries. Membership applications may be obtained at the monthly meeting or by writing to the club Secretary at the above address.

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C SIG Returns

David Mumper, MilAtari member and former ST Vice President, has announced that he will lead a monthly SIG on the C programming language beginning September 15, 1990 at the general membership meetings. David is the author of the nationally known and respected Tiny programs. His goal in overseeing the C SIG is for the group to write and distribute PD programs with the MilAtari name to promote our user group and hopefully raise some money for the club.

David's SIG will therefore be goal oriented, and he welcomes all interested members to attend.

Welcome Back David!

Doug Raeburn

Universal Item Selector III

Mfg: A & D Software
List Price: $24.95
Type: ST utility/accessory
Rating: A "must-have"

I've used and reviewed a lot of software in the 4 years that I've owned my ST. Because of all that I have seen, I'm no longer easily impressed. Nowadays, when I do find an impressive piece of software, I know that it is something really special, and I want to tell the world.

Well, this is what I have found with Universal Item Selector III (UIS III). It's a AUTO program and desk accessory that, in my humble opinion, is a must-have for every ST owner.

The primary purpose of UIS III is to replace the standard GEM file or item selector built into the ST's operating system. You all have seen the standard selector - when you are loading a document into your word processor, for example, it's the little box that appears from which you click on the document name to select it.

The standard item selector is not very versatile. In TOS versions below 1.4, it simply gives you a file window and a directory line. If you wish to change drives, you must go into the directory line and type in the drive you wish to use. When you have a hard drive with multiple partitions (or even 2 floppy drives), this can be quite cumbersome.

The item selector included with TOS 1.4 at least has boxes for all active drives. To switch drives, you can click on the appropriate box. This helps somewhat, but is still not very flexible or powerful.

The authors of UIS III have apparently put themselves in the shoes of the average computer user and tried to determine the types of functions and needs that a user might have when selecting a file. They have provided a comprehensive list of file selection functions, and then added many more functions.

UIS III CONFIGURATION

UIS III is placed in the AUTO folder on your boot disk, and is loaded automatically when you boot your computer. From that point on, any time a program calls for a standard item selector, UIS III is called instead.

UIS III provides a number of display options. The first deals with the width of the selector and the number of files displayed at a time. 12 displays 12 files at a time, with only the file names visible. This is similar in size and configuration to the Atari item selector. 12W also displays 12 files at a time, but in addition displays the file size in bytes and the time and date of last revision. (In 12 mode, file size, date and time can also be viewed, one at a time, by scrolling the display to the right.) 36 displays 36 files at a time, with the names of the files only. When using 12W or 36, the selector is nearly the entire width of a standard monitor screen.

You also have the option of selecting a font size. The above descriptions use the large font. If you select the small font, you can display 16 rows on a color monitor or 32 rows on a monochrome (as opposed to 12 with the large font on both monitors). This gives you the option of displaying up to 64 files at a time on a color monitor or 128 on a monochrome. This can be very handy when working with a very full disk.

This is all set from a configuration menu. To access the menu, simply click on the word UNIVERSAL on the selector. This allows setting of a variety of defaults:

Sort by: In a similar fashion to the desktop, UIS III allows files to be sorted by name, date, size or type, as well as no sort.

Show hidden: For a variety of reasons, some files are marked as hidden, which means that they will not show up in a directory listing, or on the desktop. With UIS III, you can see these files listed.

Copies date: Normally, when a file is copied, TOS updates the date with the current date. UIS III allows you to keep the original date, if desired.

UIS width: 12, 12W or 36, as described above.

Font size: Large or small, also as described above.

Print cntrl: UIS III allows printing of directory listings. You have options of sending a form feed to the printer after a listing, and to have the listing indented by four spaces.

Previous versions of UIS allowed configuration, but only with a separate program. Having the configuration screen available at all times is a major improvement. One item that I use frequently is "Sort by:". If I am working with Word Writer ST or Publisher ST, I usually sort by date because I am most often working with the most recent documents. Sort by date brings these to the top of the listing. However, if I am deleting old .BAK files, I may want to sort by type to get them all together. Also, I usually use the 12 width selector, but if I need to see more files at once, or the size and date, I can change to the 12W or 36 sizes as desired. Being able to change these items on the fly is a real advantage.

In addition, the settings can be saved as a default, so if you like to sort by type and see a 36 size selector at all times, you can set it up that way.

SELECTING FILES

As with the Atari file selector, you click on the desired file with the mouse. In addition, there is a scroll bar

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on the right of the file window.

UIS III provides these standard methods and much more. One of the big advantages of UIS III is that it provides additional file manipulation functions over the Atari file selector, including Move, Copy, Rename and Delete. Since these functions can be activated using multiple files, UIS III has enhanced file selection significantly.

First, UIS III provides mouse selection of multiple files, much like the desktop. To select multiple files, hold down the right mouse button and click on the desired files with the left button. Click on a selected file in the same manner to "deselect" it.

UIS III also allows using a lassoing technique to select multiple files, like on the desktop. Position your mouse pointer above and to the left of the first desired file. Hold the left mouse button and pull the mouse down. A "lasso" box appears that you can use to surround all of the files with which you wish to work. And, unlike the desktop, the file display scrolls - that is, if all of the files that you wish to lasso do not appear on the current screen, UIS III will scroll automatically as you perform the lasso function.

UIS III displays a box for each active drive. Accessing a different drive is as simple as clicking on the appropriate box. Changing folders is a matter of clicking on the folder in the display window.

UIS III provides what they call a QUICKPATH function. A path is simply a drive and/or folder designation for telling a program where to look for files. For example, I may want to indicate to Publisher ST to look for document files in D:\PUBLISH\, which means to look on drive D in the folder PUBLISH. Some programs, such as Word Writer ST and Word Perfect, allow you to set paths from within the program. Others, such as Publisher ST and Swiftcalc, do not. I store all of my data files on the D drive partition on

my hard drive, and my main programs on the C drive. So, the QUICKPATH function is very handy for me. All that is necessary is to click on the word DIRECTORY and you can bring up a list of 10 commonly used paths. To select a path, simply click with the left mouse button. The desired paths are easily set up, and you can save them with your defaults.

OTHER FUNCTIONS

As stated before, UIS III provides additional file manipulation beyond selection. These functions include Move, Copy, Rename and Delete. These functions appear as buttons on the selector. To use any of them, you simply select one or more files as described above, and "drag" the files to the desired button.

Selecting the Move or Copy functions results in a prompt for a destination. Select the directory to which you want the file(s) copied or moved and click on OK.

The Rename function will prompt you for the new name, which is typed in the Selection line. Rename also provides for wildcard changes of file extensions. For example, you could want to change all files in a folder with an .ACX extension to .ACC. Similar wildcard operations can be performed on the filename itself.

When performing these functions, a filename conflict can occur, that is, a file already exists with the same name as the file you are copying, moving, etc. You are permitted to accept the operation, cancel it, or skip the file and continue (TOS 1.4 and above), the same options as the desktop provides. For additional utility, UIS III also allows you to ignore all current conflicts. This means that if the operation involves several files that you know will have name conflicts, you can perform the operation without being prompted for each name conflict.

UTILITIES

Have you ever been working on a document, only to discover that your data diskette has no room, and you have no formatted diskettes available?

That could mean quite a bit of lost work, but with UIS III, you can format a diskette right from the selector. Options include single/double sided, sectors per track and number of tracks.

Other utilities include an available RAM display, grouped file size display, folder creation, disk/folder/file status, directory print functions, file print or show function, file attribute changes and warm or cold boot from the keyboard.

Another very useful feature is the file find function. I have about 10 folders in my Word Writer ST data directory. Let's say that I know I have a document called MINUTES.DOC stored somewhere, but I forgot which folder. All I would have to do is type the filename in the selection line and click on FIND. UIS III will check the current folder and all folders under it to find the file.

Unlike other file selectors, the UIS III selector can be moved, just like a GEM window. Also, it comes with a desk accessory that can call up the selector window at any time from GEM program - very handy if you want to use one of the functions at a point when a selector window is not normally available.

UIS III has been certified to work with all versions of TOS through TOS 1.4.

POWER WITHOUT THE PRICE SOFTWARE

UIS III retails for $24.99, and is available for about $20 through local retail outlets, slightly less through mail order. Considering all that it offers, I feel that UIS III is a great value. Prior to purchasing UIS III, I was using a Public Domain file selector and a product called CRYSTAL, which is a desk accessory GEM "extender", allowing copying, formatting disks, etc. UIS III has so many features, that it replaced both of those items with just one.

Among file selectors, the only significant competition that UIS III has the Little Green Selector (a shareware

John Picken of GCACE

PowerClip!

Printer Tricks With An Old Friend
Part 1 - An 8-Bit Tutorial

PaperClip (PC) is still one of the best 8-bit word processors around. For two years I used the XE version (2.0) as a page maker publishing system for a club newsletter. Why not? The last C64 version was released as the "PaperClip Publisher". With PC, you can produce two (or more) column pages which print in a single pass. A second pass is only needed if you want different pitches or special features for titles and highlights.

I didn't own a dot matrix printer so I learned to do all these things the hard way. Page files were formatted using print preview for later printing on a friend's machine. The hard way is often the best way to learn: You study the manuals for PC and the printer and work things out before you start printing. The operative words here are "study" and "before". To get good results with any complex software you have to know the program; just reading the DOCs is not enough.

The difficulty in this approach is often the documentation itself -- it seems it always is with printers. Unfortunately, it also is with PC. The manual is incomplete, sometimes incorrect, and the symbology used in examples is confusing. This article will give you more complete information on PC's formatting commands and some suggestions on how to use this knowledge to your advantage. All discussion is based on first hand experience and experimentation ($10 words for: "Didn't get what you want -- try again.")

COMMANDS OR CONTROLS?

Formatting Commands are not Printer Controls; they are instructions to PaperClip. You command PC -- PC controls the printer. To emphasize this, "command" is used to refer to a marker you insert in your text to tell PC what you want. "Sequence" or "code" refers to special bytes used by PC to control the printer.

In response to a command, PC may or may not send a sequence. For example, setting margins does not cause any codes to be sent to the printer. Printer codes do not appear on your screen or in files you "Write" to disk. They are inserted into files you "Print". A good way to see the difference is to "Print" a short formatted file to disk and "Read" the new file into the second window for comparison.

With PaperClip, "CNF" is the file extender used for a printer CoNFiguration file. Also called a "Printer Driver", this is a changeable block of data containing default values and the codes PC needs to control your particular printer. Regardless of printer type, the effect of any command on

PaperClip is always the same -- what, if anything, is sent to the printer depends on the content of the CNF. The key to good printed output with any word processor is the printer driver.

Most printers have more features than can be included in a normal CNF but, if you customize it, you can access almost any feature you want. To pack more into a CNF, you have to use some PC commands for multiple purposes and, you have to know your printer. But, before you can fiddle with CNF's, you have to understand how PC handles and reacts to commands.

THE INITIALIZATION COMMAND

Initialization occurs each time you start to print. PC sends the printer the Initialization and the 10 Pitch sequences defined in the CNF. Then it sends the codes, also from the CNF, to End Bold, End Italics, and set 1/6" line feeds. Only after these actions, does PC start operating on your text file. Since it's automatic, your only control over initialization is obtained by modifying the CNF.

PAGE FORMATTING COMMANDS

There are two groups of page formatting commands. The horizontal group includes margins, indents, outdents, tabs, block right, centering, and justification. Vertical commands include margins, page length, and pagination. These commands are strictly PC commands; none of them use the printer's tabs or margins. PC handles all page formatting by printing spaces and feeding lines.

Microspacing is used, if your printer can do it, to vary space length in justified text so that you get the same spacing between all words on a line. Your only control of this feature is an on/off toggle. It can be customized in the CNF if you have good knowledge of you printer and are willing to experiment. Generally, if your existing CNF supports successful microspacing, it is advisable to use the same codes in any custom CNF.

FONT COMMANDS

Pitch commands are called "Fonts" by PC. It reacts to them by resetting margin values to the CNF defaults (usually 1 inch). This means you can't change a "Font" within a page without redefining your margins. By extension, you can never change pitch in double column printing. Note that in Proportional pitch a character count is invalid; so if you use it, the only horizontal formatting features which work correctly are left margins and indents.

HIGHLIGHTING COMMANDS

Highlighting features all work similarly. PC keeps track of them so it can switch them on and off as needed. Each time PC determines a feature should be toggled, it sends the printer the appropriate sequence from the CNF.

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PC prints double column in a single pass -- it doesn't require you to back up the paper. This technique produces better alignment of the two columns, but to do this, PC must ensure that features started in one column do not carry over to subsequent lines in the other. So while double column text might include only a single Start and End feature command, PC may have to toggle that feature numerous times. In fact, in two column printing, Bold, Italics, and Underlining are automatically turned off at least twice per line -- even if none of them are ever enabled!

UNDERLINING: Because margins, tabs, etc. are just spaces, underlining must be disabled when the print head enters a non-printing area. Then it must be re-enabled when the head re-enters the text area. If there is any left margin, PC always issues an underline off sequence before every print line (in single and double column).

Once selected, underlining is re-enabled after the margin at the beginning of each line. If the margin is zero, it is re-enabled immediately. This continues until PC encounters an End Underline command. PC has to do this because it ends each print line with a carriage return and some printers will stop underlining when they receive one.

TABLE 1 - PaperClip CNF File Layout

001-003	Unused - set to 255	Following are all six byte sequences	
004	Top margin	040-045	Printer initialization
005	Bottom margin	046-051	Start underlining
006	Page length	052-057	End underlining
007	Opt. pitch right margin	038-063	Start bold
008	10 pitch right margin	064-069	End bold
009	12 pitch right margin	070-075	Start italics
010	15 pitch right margin	076-081	End italics
011	Opt. pitch left margin	082-087	Start 10 pitch
012	10 pitch left margin	088-093	Start 12 pitch
013	12 pitch left margin	094-099	Start 15 pitch
014	15 pitch left margin	100-105	Start optional pitch
015	NULL character	106-111	Start subscript
016	Line feed character	112-117	End subscript
017	Back space character	118-123	Start superscript
018	Underline character	124-129	End superscript
019	Form feed character	130-135	Reverse feed 1/6"
020	Offset for italics	136-141	Reverse feed 1/8"
021	Micro spaces/space 10 pitch	142-143	Set 6 lines per inch
022	Micro spaces/space 12 pitch	148-153	Set 8 lines per inch
023	Micro spaces/space 15 pitch	154-159	User defined command #1
024	Micro spaces/space Opt. pitch	160-165	User defined command #2
025	Character for one micro space	166-171	User defined command #3
026	Micro space mode	172-177	User defined command #4
027	Length byte in start command	178-179	Start microspacing
028	Offset for length byte	184-189	End microspacing
029-039	Unused - set to 0	190	Unused - set to 255

BOLD: Bold, like the remaining highlight commands, is simpler. The only time PC has to toggle Bold is in double column, and when this occurs, it is re-enabled before t' margin. Obviously PC assumes that Bold spaces are identical to normal ones.

If you check your CNF, you'll probably discover that Emphasized Print is used for Bold. I suggest you change this to Double Print (also called "Double Strike"). There are three good reasons:

a. Many printers cannot use Emphasized in small print modes such as Compressed. If you try to enable both at once, results are never what you want; one or the other is ignored.

b. Even if your printer allows such combinations, you usually find the text overly black or blurred at small pitches. Double Strike, however, is normally quite good.

c. NLQ is often available only in one or two pitches (Pica for sure, maybe Elite). In these cases, you can use Double Strike to produce results approaching NLQ.

ITALICS: In response to an Italics command, PaperClip reacts similarly to a Bold command. As long as your CNF contains simple Start and End sequences, you need give this command no further concern. But if your printer requires more complex sequences, or has an extended or multiple character set(s), you have to consider the effect of this command on non-printing areas -- PC won't do it for you.

SUPER/SUBSCRIPT: Script commands are similar to, but simpler than, Bold and Italics. They are only toggled in double column if they have been enabled. The only kink about them is that both modes use the same "End" symbol. Therefore, if these commands are used for other purposes, PC must first be sent a "Start" command so that it will know which "End" command to select.

USER DEFINED COMMANDS

User defined commands consist of CONTROL-Z-1 through 4 and CONTROL-X (from here on these are referred to as #Z1, #Z2, #X, etc). PC has no idea what effects are caused by these commands, so any feature enabled this way continues until disabled -- by you. This is critical in margin areas and with two column printing.

A second consideration, important with justified text, is that PC assumes these are non-printable sequences and does not count them for margin calculations. So if a definition is printable, you have to make allowance for the space it uses.

One way is to have PC print a space of "Hard Space" where you want toe character, and then use a Back Space (8) as the first byte of the character definition.

Knowing the implications of the commands, we can now determine which ones to use and for what purpose. Remember, just because PC calls a command "Bold" or

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"Underline", we are not bound to define the CNF as we wish; PC will never know the difference.

One way to fit more features into a CNF, is to use #Z1 through #Z4 to enable features. The disable code is then included with one of the End highlight commands. Space is not a problem, since most sequences require only two or three bytes and there is room for six in all definitions. For example you could define #Z2 to enable Double Width and include a Normal Width sequence with the End Bold definition.

Using this technique requires you to consider all the implications of a command, both on PaperClip, and on what it will send to the printer. This means you have to document your CNF each time you change it. One of the best forms of documentation is a "pop-up help screen" in a macro. That way, it's always instantly available. Either start each line with a comment symbol, or just bring it up in the second window.

CNF's are usually written or modified using PRTR.COM, a rather inconvenient PC utility. (You have to step through the whole CNF each time and a mistake on a file name costs you all your work.) Table 1 shows the location of all sequences and defaults in a PaperClip CNF. Using this, you can modify a CNF by sticking in a BASIC string (why the table counts from 1 instead of 0).

You can also load a PaperClip CNF into TextPro and modify the code right on screen. This option is really handy if you use a character set with redefined control keys. A CNF is always exactly 190 bytes long, so with screen width at 10 and word wrap off, you have exactly 19 lines. Finally, remember to enable TextPro's False Space option which allows you to differentiate between 32's (real spaces) and 0's (false ones) in the CNF.

That concludes a detailed look at PC's print highlighting commands. The second part of this article uses this information to design CNF's which support IBM character graphics within your text. Though written for Panasonics, the examples are easily adaptable to other Epson compatible machines which have an IBM graphics character set.

Readers desiring to contact the author may do so by directing correspondence to his users group: GARDEN CITY A.C.E., P. O. Box 6578, Station C, Victoria B.C., Canada V8P 5N7. This article appeared in Puget Sound Atari News, May 1990

Your Board of Directors
Upcoming SIGS

Mark your calendars for these upcoming SIGs!

June General Meeting

Beginners ST SIG with Mark Jones on basic desktop operations. Need some help to get started using your ST? Bring your questions.

8-Bit SIG will feature the Covox Voice Master as demonstrated by Everett Rantanen.

Tuesday night SIG suspended during summer months.

July General Meeting-July 21

Beginners ST SIG with Tom Bardenwerper will cover TOS 1.4, what's new and improved. Improvements include a better file selector, faster directory access, auto-run of GEM programs and enhanced desktop functions. See it all demonstrated here!

8-Bit SIG leader will be Dave Glish. The topic will be RAM disks, everything you've ever wanted to know.

August is the annual picnic - no SIGs! But hopefully lots of fun and sun, with food, games and door prizes! This is one of our biggest events of the year, so don't miss it!

September SIGS

Tueday evening SIG - date, topic, and leader to be announced.

C SIG returns with David Mumper. C is a powerful, portable programming language that is extremely popular among ST developers. Come and see why!

Intermediate ST SIG will cover LDW Power, considered by many to be the premium spreadsheet program for the ST. LOTUS 1-2-3 compatible. Bill Borchardt will preside.

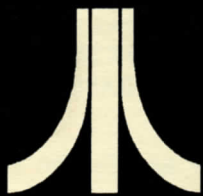**8-Bit SIG** leader and topic - to be announced.

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product written by Charles Johnson, the man responsible for the shareware program ARCSHELL, and commercial programs such as HOTWIRE and MAXIFILE). As with all of Mr. Johnson's software, Little Green Selector is well designed and nicely executed. It is, however, intended solely as an extended file selector and, as such, UIS III has many more features. Since the recommended shareware contribution for Little Green Selector is $15, I would conclude that UIS III is a better value. (Check out Mr. Johnson's other software, however.... he offers some of the best utility programs available for the ST.)

In conclusion, I would recommend that *every* ST owner invest in UIS III. Until you have used a really versatile file selector like it, you won't know what you are missing. Now that I have it, I wouldn't dream of being without it.

Dennis Wilson

ST PD Update

MilAtari Ltd. ST Public Domain Library Disks are available at the meeting at a price of $3.50 per disk, and through mail order at $4.00 per disk. The charge for the disks covers the cost of the media and handling, with all proceeds going to support the activities activities of MilAtari Ltd.

Some of the programs on these disks have been released as shareware and are so documented in the programs themselves. MilAtari Ltd. supports the shareware concept and you are encouraged to make donations to the individual authors should you find their programs useful.

The MilAtari PD Libraries are intended to provide a repository for useful and interesting programs, and each file is tested before inclusion on the disk. We believe that each file is worthy of your consideration. No warranty is expressed nor implied, however, as to their content or usability. Defective disks will be gladly replaced. These disks are made available for sale at the the monthly club meeting and may be ordered in advance by posting a message in the Library Lounge on the club BBS. Librarians of other clubs are encouraged to contact our ST Librarian concerning trading of programs in their respective libraries.

DISK 266 - BOOT DISK COMPANION

A selection of accessories and programs for the AUTO folder on your boot disk. The disk is meant to be a companion to the Mil-Atari Desktop Disk (Disk 100), with additional programs for that disk if you wish to have a double-sided boot disk. This disk is a stand-alone, ready-to-run disk, however.

ANTIBOMB: If you're tired of the cherry bombs or mushroom clouds displayed when a program crashes then you'll find this utility essential. It replaces the bombs with a user friendly alert box that identifies the error in English. It also gives you the opportunity, depending on the exception type to either continue with the program, terminate the program, or reboot (warm or cold) the system. It runs from the Desktop or from the AUTO folder. For all STs, all versions of TOS, and all resolutions. An encore presentation of this fine program. Also on Disk 261.

DCSHOWIT: DC Showit - A complete replacement for the GEM desktop "SHOW" routine which is used to 'type' files to the screen. It is a terminate and stay resident (TSR) program which is placed in your AUTO folder. When at your desktop, you doubleclick on a ASCII text file.

Then when you click on "SHOW", it is called instead of the system's SHOW routine. You may then scroll back and forth in the text file using the two mouse buttons. The program will also allow you to view NEO and uncompressed DEGAS picture files. An encore presentation of this fine program. Also on disk 261.

JAMES: James, The Desktop-Butler - An accessory which is more than an improved Control Panel. It makes the daily work with the ST easier. You can now adjust the keyboard parameters, ship your hard disk, write-protect any drive, detect and destroy viruses and a lot more without having to boot numerous accessories!

KXPSET25: KXPSET, The Printer Setup Program v2.5 - The Panasonic KX-P1124 is an excellent 24-pin printer; it features a variety of near-letter-quality fonts, excellent paper handling, and flexible setup from its operator panel or via Epson LQ-2500 compatible software commands. KXPSET uses these commands to set many of your printer's parameters quickly and easily. Although written with the KX-P1124 in mind, KXPSET should work with other 24-pin printers as well as with most 9-pin printers such as the Epson FX. You may run KXPSET as either a stand-alone program or as a desk accessory; simply rename the file to .PRG or .ACC to suit your needs.

MOUSTRAP: A program for your AUTO folder which prevents you from accidently activating dropdown menus. You cannot move the cursor into the menu area until the right mouse button is pressed. When it is pressed, the cursor pops immediately up into the menu area. Especially useful during word processing or when doing desktop operations. No more dropping the menus when moving windows! This version has been modified by Dave Mumper, a MilAtari member, to also work with TOS 1.2 and 1.4.

SUPRBT60: Super Boot Ver 6.0 - An "all-in-one" type program that does just about everything you could ever want to do each time you boot your computer. It allows you to: 1) Choose which Accessories to load in, 2) Choose which AUTO programs to run, 3) Choose from a number of DESKTOP.INF files, allowing you to change your resolution, color scheme, etc. on each boot, 4) Choose from a number of ASSIGN.SYS files for GDOS, 5) Choose other data files used by up to 8 different programs, 6) Display a welcome screen from any picture in Degas, Neochrome, or Tinystuffed format, even on systems with both color and mono monitors, and it can rotate colors on color systems, 7) Set the date and time if you

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so choose, 8) Choose whether or not Super Boot will run by holding down a "hot-key", by a time delay feature, or by both, 9) Restrict access to your system by use of a password (mainly useful for hard drive owners), 10) Set the floppy disk seek rate, 11) Have Write Verify turned off if desired, 12) Select the most used file configurations by simply pressing a function key, with up to 30 function keys supported, 13) Customize Super Boot the way you want it using The Super Boot Construction Set, a separate, easy to use GEM program, 14) Auto boot any GEM program, and 15) Set a default configuration if Super Boot is bypassed. Super Boot works on all Atari ST models, from any boot drive, and on both color and monochrome monitors. On color monitors, it will automatically be displayed in 4-color medium resolution. It can control up to 151 files at once, and it now supports all versions of TOS including TOS 1.4 (Rainbow TOS).

DISK 267 - MISCELLANEOUS DISK

GEOGRPH2:   Geography Tutor - This is version 2.0 of the program. The shareware version of this program on this disk only provides the data base for Europe. All other continents and countries are available by request to the author at a cost of $15.00. The complete version of this program provides you with an electronic atlas of the world. You can have access to maps of The World, North America, South America, Europe, Africa, and the States/ Prov. N.A. For any of these maps you have access to a range of functions which are only possible using the rapid analysis and graphic power of a computer. You can learn about all the countries in the world. Not only are there maps available, but there is also a full data base of useful facts concerning each country. There are 20 items of standard information from the United Nations Office of Statistics. You will find facts on major religions, major languages, name of capital, population, growth rates of population, life expectancy, doctors per capita, literacy rates, land base, crop land, GNP, agricultural production, and military spending per capita. Not only can you view these facts, but you can plot them on the maps. You can also compare countries, search facts to be plotted, and order lists alphabetically or by size. You can update facts or insert new information in free fields. You can also create your own data base without affecting the standard base provided with the program. The program also offers you a Learning mode. In it, you are asked to point

and click to find countries or capitals (at your choice).

PUZZPROC: Puzzle Processor - A word search and crossword puzzle generator. The crossword puzzle module has not yet been implemented, however. Written by a member of the Central Wisconsin Atari Users Group, the author stresses that it is an unfinished work at this point. He is, however, looking for feedback from users to guide further development. The word search generator lets you create puzzles different shapes, 12 of them being included. Two word lists are included, one on the Bible, and the other on the calendar. The word lists may be encrypted to prevent cheating.

DISK 268 - GAME DISK

JIGSAW: Electronic Jigsaw Puzzle V2.0 - This program can be played from either low or medium resolution, and can use pictures of either low or medium resolution regardless of the resolution you started out in. High resolution is not supported at this time. JIGSAW can use Neochrome, Degas, Degas Elite, and TinyStuff formatted pictures. JIGSAW uses a large amount of memory so you may have to free up some memory by removing desk accessories or TSR programs. You can select 5 X 5, 8 X 8, or 10 X 10 puzzle sizes. Since some pictures don't use the whole screen, you can select a border to make solving the puzzle easier. If the picture you loaded has color rotation information, you can have the colors rotate while you are solving the puzzle. During the game you can press the right mouse button to pause the game so that the clock will stop until you are ready to play again. While the game is paused, you can also elect to peek at the puzzle solution or you can also give up. Included on the disk are 10 tiny pictures arranged in order of difficulty. They are color maps of floor plans for a role playing game. In addition, 3 maps in Degas format are included representing maps of the first 2 levels of Bloodwych.

DISK 269 - GAME DISK

PATROL: This is a playable demo of the "Lost Patrol". It is a karate-type game set in Vietnam in which the objective is to kick and sock every Viet Cong you come across. The graphics are particularly well done, and the opening sequence is a collector's item in itself. The disk is set up to autoboot this program, as the demo must be run from an AUTO folder to work.

THINK: Think and Work - An arcade game in which the object is to push balls around a maze to marked

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destinations in the maze and then exit to the next level within the time limit.

DISK 270 - GAME DISK

AQUADEMO: A playable demo of "Aquanaut". An undersea scrolling arcade game in which you are a scuba diver swimming your way through a maze of dolphins, sharks, and jellyfish. Beautiful graphics are featured in this slow paced arcade game reminiscent of the "Blood Money" demo. Timing is more important than reflexes. Hint: Don't let the jellyfish sting you right in the tentacles, or it's all over!

WIZARD: Wizard's Tower - You are a novice magic-user and keen to expand on your skills. The wizard Marek is well known in the world of the magic arts. You have come to his tower in the hope that he will teach you, but things have gone wrong; nobody has seen him for some time and his tower has become the haunt for many evil creatures. Locals tell you that many have entered the tower to steal or explore, but few have returned. You now stand in front of the tower, determined to retrieve the great wizard's spell books. This is basically a text adventure with limited graphics.

8-Bit Update

As always (well almost always), the 8-bit library will be at next Milatari meeting. I can't tell you what new disks will be available this month. I will be working on revamping the 8-bit library and hope to have it finished this summer. If you have any suggestions or concerns let me know. If you have any new Public Domain software lets get it in the library. See you at the June meeting.

PD Disks by Mail

Can't make it to the meeting?

If you can't make it to the general meeting, and don't want to miss out on the latest and greatest PD offerings, you can still pick up those bargain disks through our mail order program.

To order, send your request indicating the disk numbers and be sure to indicate ST or 8-bit. Then enclose $4.00 (plus $0.20 sales tax) for each ST disk or $3.00 (plus $0.15 sales tax) for each 8-bit disk you order. The ST catalog and library set, a highly recommended purchase for new members, is available for a special price of $6.00 (plus $0.30 sales tax) for the two disk set. These prices include shipping and handling and are for mail orders only.

Mail your check (no cash please!) or money order to:

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Bits 'n Bytes

For the first time since I've been editor, I can't quite fit everything in this month, including my own monthly column! Rest assured that I will try to catch up next month, with articles from Bob Carpenter and Everett Rantenan. as well as a report on Daisy Dot 3 for the 8-bit. So keep those great articles coming! See you in July!!

MilAtari Ltd.
The Milwaukee Area
Atari Users Group
P.O. Box 14038
West Allis, WI
53214